

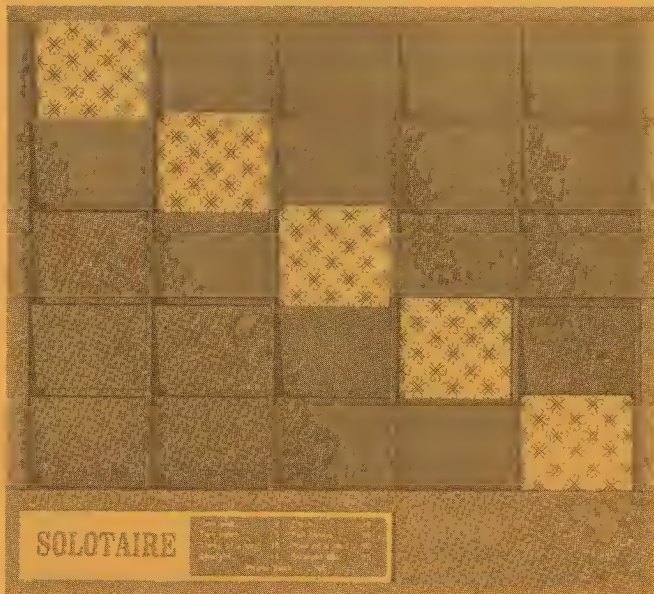
(See assembly
instructions on
back cover)

SOLOTAIRE

RULES

TO PLAY ALONE

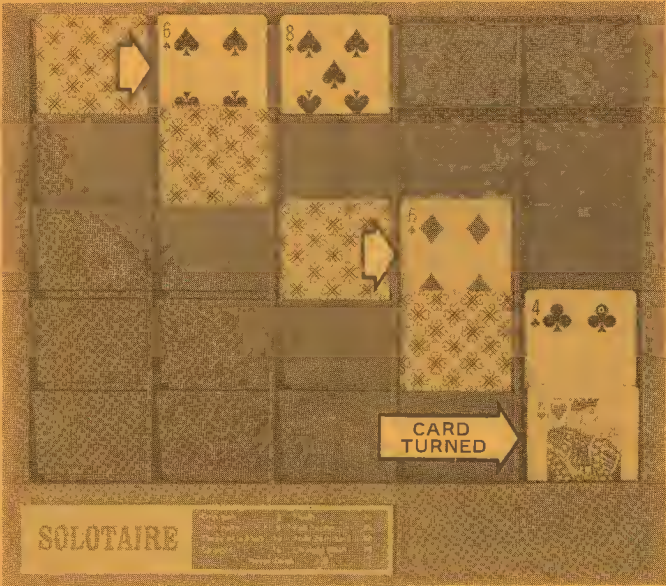
1. Shuffle cards and place one card face down, in each slot on the diagonal board area, starting at the upper left slot and ending at the lower right slot. Place rest of cards face down in draw pile.



2. Play one card at a time face up on the board in either the horizontal or vertical rows. CARD PLAYED MUST BE PLACED NEXT TO ANY CARD ALREADY ON THE BOARD, EITHER TOP, BOTTOM OR SIDE, not on the diagonal.
3. Play each card so you can get the best possible scoring combinations, making a 5 card poker hand in each row, horizontal and vertical.



4. Whenever a pair or better appears anywhere on the board after a card has been played, ANY ONE CARD that is face down may be turned face up but must remain in that slot. NO CARD CAN BE MOVED ONCE PLAYED.



5. After all cards have been played on the board, count the score made in each of the five horizontal rows. Then count the score made in the vertical rows. The total of the two becomes the score for that game.

	POINTS
One pair	2
Two pairs	5
Three of a kind	10
Straight (five cards in sequence regardless of suit)	15
Example (J • K • 10 • Q • 9)	
Flush (five cards of the same suit)	20
Full house (three of one kind, two of another)	25
Four of a kind	50
Straight flush (five cards of the same suit in sequence)	75
Example (All spades 5 • 3 • A • 2 • 4)	
Royal flush	100
* Cards do not have to be in sequence order on board but all must be in that row to claim a score.	

HONEYMOON (for 2 players)

The same rules as in SOLOTAIRE apply. Each playing a full game and recording the score. Best score of the two games wins the set.



QUICK-DRAW (for 2 players)

1. Shuffle cards and each player will cut, high card player goes first.
2. First player places cards face down on board, as in rules for SOLOTAIRE.
3. Remaining cards are placed face down in a draw pile, and players will draw and play in turn. If a score is made in either the horizontal or vertical rows as a result of that card played, that score is recorded by that player **immediately**. When all cards have been played on the board, the player having the highest total points wins the game.



MAYHEM I (for 2 players)

Play game with same rules as Quick-Draw except there is no draw pile. Each player is dealt 10 cards one at a time at start of the game and must play the game with these cards only.



MAYHEM II

Play game with same rules as Mayhem I, except before play starts one player chooses to play the **horizontal** — the other the **vertical**. At the end of the game score for each player is credited **only** for the rows selected.

ASSEMBLY INSTRUCTIONS

Before playing your first game, remove the gameboard from the box and turn it face down on the table. Detach the sponge pads, found under the cards, from the backing paper and apply one "squarely" to each of the four legs. This will prevent scratching polished surfaces.

FOR THE NOVICE POKER PLAYER

In the game Solitaire, five cards in a row constitute a poker hand (horizontal or vertical). The cards do not have to appear in numerical order. Each row must contain one of the following to score:

PAIR: Two cards of the same rank in a row. Example — K-Hearts, 5-Spades, 2-Clubs, 9-Clubs, K-Spades. There are two Kings in that row making a pair. This same order could apply to cards played in the vertical row. 2 points.

TWO PAIRS: This row contains two pairs of cards each pair of equal rank. 5 points. Example — K-Hearts, K-Spades, 2-Clubs, 10-Clubs, 10-Spades.

THREE OF A KIND: Three cards of the same rank. Example (3 Kings). 10 points.

STRAIGHT: Five cards regardless of suit that form a sequence. In Solitaire they do not have to be in order. Example (10-Hearts, 9-Diamonds, 6-Spades, 7-Clubs, 8-Spades,) arranged they would be 10 - 9 - 8 - 7 - 6 and scored as a straight. 15 points.

FLUSH: Any 5 cards in a row regardless of rank, but all the same suit. Example (ALL HEARTS 10 - K - 7 - 5 - 2). 20 points.

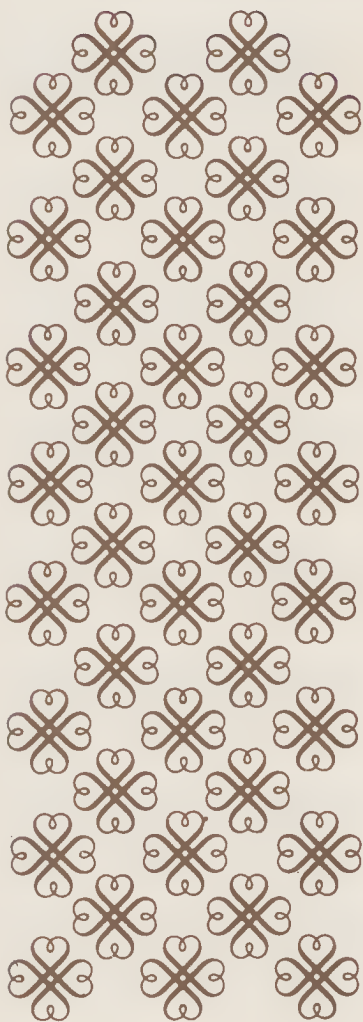
FULL HOUSE: Three of a kind and one pair in the same 5 card row. Score 25 points.

FOUR OF A KIND: Four cards in that row, of the same rank. 50 points.

STRAIGHT FLUSH: Combines a Straight and a Flush, all cards form a sequence and must be the same suit. Example (ALL CLUBS 7 - 6 - 5 - 4 - 3). 75 points.

ROYAL FLUSH: Five cards in one suit but highest rank. Example — All Spades (A-K-Q-J-10). Score 100 points. In Solitaire there are 10 poker hands. For each game, count scores in each 5 rows **ACROSS** the board and total. Then count the same cards in each row **DOWN** that will form other scoring combinations. The total of both (10 hands) is the total game score. Once a card is played in a slot it cannot be moved and must be scored in that slot.

your
SOLOTAIRE
score card



SOLOTAIRE

SCORE PAD

GAME

ACROSS				
DOWN				
TOTAL				

ACROSS				
DOWN				
TOTAL				

ACROSS				
DOWN				
TOTAL				

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